SEQUENCE OF PLAY
Weekly Sequence of Play

Week Start
Receive Weekly SO Points

SO Adjustments

Purchase Groups/Commanders/Recon Assets

Intelligence (Optional)
Recon Missions

Morning Briefing
Determine Weather in Zones (Optional)

Select Target(s) to Attack

Delay Mission Execution

Assign Groups to each Mission

Assign Group to ASW Mission

Assign Group to Diversion Mission

Mission Pre-Flight
Arm Bombers

Purchase Equipment

Place Commander Tactics counters

Setup Display with Mission Counter, Target, and Mission Path, Bomber/Fighter Groups, Mission Path, Target Counter

Roll for Luftwaffe Response

Mission Target-Bound Flight
Draw Target-Bound Event Card

(Repeat Until Target Reached)

>   Move Mission Counter Towards Target
>
>   Perform Formation Check if Dispersed
>
>   Luftwaffe Squadron Interception
>
>   Resolve Bandit Attacks
>
>   Adjust Luftwaffe Squadron Replenishment
>
>   Fighter Group Returns to Base (if applicable)

Mission Over Target Resolution
Add Previous Target Damage

(Repeat next steps for each Bomber Group)

>   Resolve Target Flak Attacks
>
>   Perform Bombing Attack on Target

Mission Home-Bound Flight
Draw Home-Bound Event Card

(Repeat Until Air Base is Reached)

>   Move Mission Counter Towards UK Base

>   Perform Formation Check (remove)
>
>   Luftwaffe Squadron Interception
>
>   Resolve Bandit Attacks
>
>   Adjust Luftwaffe Squadron Replenishment

Mission Debriefing
Determine final Target Damage Status

Record VPs/XPs

Record Group Status, Perform Promotions

Aircraft Factory - Update Supply, Build Factory Counter

Airbase Target – Bandit Destroyed Counter updates

Remaining Mission
Repeat Pre-Flight, Target-Bound Flight, Over Target Resolution, Home-Bound Flight, and Debriefing steps

Perform ASW Mission

End of Week
Perform Target Repair Rolls

Add Replenishment to Rested Groups

Advance Week Marker

Monthly Sequence of Play

Secondary Mission
Evaluate Secondary Mission

Move Secondary Mission Card

Flip New Secondary Mission Card

War Front Adjustment

Luftwaffe Squadrons
New Luftwaffe Squadrons

Luftwaffe Squadron Theater Deployment

Luftwaffe Squadron Map Placement

Build Factories – New Aircraft Factory Targets

German Defense Commander
German Technology Availability Check

Group Commander Replacement Check

Monthly Housekeeping
Group Reassigned Check

Monthly Replacement Points

Adjust Campaign Timeline

End of Campaign
Victory Point Total (Damaged Targets ½ VPs)

Determine Campaign Outcome

Bandit Attacks

1. Draw Bandits From Cup
2. Bandit Interception
3. Bandit Tactics Attacks on Bomber Groups
4. Fast Groups Attack Bandits
5. Bandits Attack Groups
6. Slow Groups Attack Bandits
7. Repeat Steps 4 - 6 for additional Bandit Attack Turns

German Technology

Flak Gun Radar. When active, add +2 to all Flak attack rolls. This technology is negated by Allied Chaff technology.

Surveillance Radar. When active, add +2 to all Luftwaffe Response rolls. This technology is negated by Allied Jammer technology.

Me-262 (Special Weapon). When active, add Me-262 counters to the Bandit cup per the Me-262 Special Weapons card.

Type XXI U-Boat (Special Weapon). When active, follow the actions on the Type XXI U-Boat Special Weapons card.

Ho-229 Bomber (Special Weapon). When active, follow the actions on the Ho-229 Special Weapons card.

V-3 Cannon (Special Weapon). When active, follow the actions on the V-3 Cannon Special Weapons card.

Renowned Commander Tactics

Concentrate Fire – The Group gets a +2 AtA Attack modifier for one attack on a declared Bandit.

Evasion – The Group rolls two dice for each Bandit attack this turn. Use the lowest roll as the attack roll. A Group cannot attack this turn if this tactic is used.

Good Aim – During the turn, the Group gets a +1 AtA attack modifier.

Out of the Sun– Must be played by the Fighter Group on the first Axis Fighter Attack turn. The Fighter always attacks first (Fast) and gets a +3 AtA Attack modifier. This tactic affects all Axis Fighters.

Situational Awareness (SA) – The group attacks as a Fast group and a Slow group during the same turn.

Subtract 2 from all Bandit attack rolls against the Group this turn. Declare before rolling.

Renowned Commander Abilities

ASW AtG– The B-24 Bomber Group gets an Air to Ground Modifier when attacking U-Boats.

AtG – The Group gets an Air to Ground modifier when bombing the Target.

Bandit Intercept – The Fighter Group can intercept an additional Bandit.

Flak Defense – Subtract the indicated number from all Flak attack rolls made against the Group.

Formation – Add the indicated number to all Formation check rolls.

Ignore Frontal Attack Tactic – The Group ignores the German Frontal Attack Tactic (i.e. no Bandit modifier)

One Early Tech – The Group can purchase technology that hasn't been researched. Early Tech allows the group to use a technology that won't be available until after the current Month/Year.

Promotion XP/Level – The Group can promote to the next skill level with fewer Experience Points.

Range, AtA – The Fighter Group can extend its maximum Range, but must apply a negative modifier to all AtA attacks.

Reassign – For all Group Reassign rolls, apply the indicated modifier.

Replenishment – The Group gets Replenishment points at the end of each week.

Weight, Formation – The Bomber Group can carry an additional Bomb Weight, but must apply the negative modifier to all Formation Checks.

Vet, Ace: Groups with a skill level of Veteran or Ace use this side.

Target Card "Special Notes"

Bandits – Place the "Target Bandits" counter in the same hex as the target with the matching number up. Draw the indicated number of Bandit counters when the mission Group enters the Target hex.

Bonus – Receive the noted bonus if the target is Destroyed.

Dispersed – Some Bombs get an attack bonus against Dispersed Targets.

DUC – If the Target is Destroyed, award a Distinguished Unit Citation (DUC) to the Lead Bomber Group. The Group also gets +5 XP.

Hardened – Subtract 1 Hit from the Hits inflicted by each Bomb counter against the Target.

Optional: High Intel Req – If using the optional intel rules, the Target must have a High Intelligence level before it can be attacked.

Overkill – You gain the noted bonus if you inflict the specified number of Hits on the Target.

Penalty – Suffer the indicated penalty each Week the target is Undamaged.

Repair: If this damaged Target is not attacked during a week, roll a die. If you roll the Repair value or higher, the Target reduces its damage by one level – from Heavy Damage to Medium Damage, to Light Damage to Undamaged.

Reserve – When the Target is destroyed, remove the indicated number of Luftwaffe Squadrons from the Reserve.

Theater – When the Target is destroyed, apply the indicated Die Roll Modifier (DRM) to the indicated Theater.